

## Game

- Brings needed objects into existence.
- Is in charge of the flow of the game.

- Player
- Board

## Player

- Keeps track of how many moves the player has made.
- Knows how to manipulate boards.

- Board

## Board

- Knows how to generate boards.
- Knows how to populate boards.
- Knows how to check the status of boards.

## Display

- Knows how to display the game status to the screen.

- Game